

# Impressions

"One of the strongest PC lineups at CES came from Impressions"  
Computer Game Review

"VGA graphics and excellent music and sound enhance the gaming experience" Computer Game Review

"Rare quality in strategy gaming"  
Computer Gaming World  
"The graphics are quite pleasing"  
Computer Gaming World

"Impressions does the best with tutorials"  
Computer Game Review

"It's very easy to lose track of time while playing"  
Computer Game Review

"This is a game with simple elements which combine to form a very rich playing environment"

Game Bytes Magazine

"The manuals have one of the most useful short tutorials I've ever seen" Game Bytes Magazine

"I can't think of anything I would like to see put in a game and everything I would have thought of and more is here" Computer Game Review

"A true gem of a game"  
Computer Game Review

"This game is a winner"  
Computer Game Review

Winter '93/'94 Catalog

IMPRESSIONS SOFTWARE INC.  
222 Third Street  
Suite 0234  
Cambridge MA 02142

Dear Customer

I am delighted to welcome you to our third catalog since we started publishing games in North America. Few of you can probably imagine just how much hard work has gone into the products you see in this catalog. Our products are getting bigger and better all the time. We are certainly very proud of our new titles, and I hope that they offer you what you want. Thanks to all those who write or call in, we have been able to publish what you tell us are some of the best strategy games ever. With your help, we want to continue to do just that - produce more games which give you even more entertainment value.

We have won plenty of awards and great reviews for our products, and yet what really matters is the praise from so many of you, our customers. We know that however many awards we may win, we need to keep you happy. Game reviewers don't buy games, you do! We hope that many of you will now know how strong our commitment is to the products we launch; we really do want to make sure that you derive as much pleasure from them as possible. As always, please contact us if you feel that we can do anything more to improve the quality of our products.

In addition to our usual sophisticated strategy games, I am delighted to introduce our first *Classics* title: **FunPack for Windows**. This is a wonderful collection of fun, easy-to-play games; games that we all know, and games that most of us love. We believe that they represent great ways to spend a few minutes, whether it's a break between game sessions in a larger game, or at lunch-time. Please let us know what you think, and whether you'd like to see more of this kind of product.

Rest assured, though, that we are not losing our focus. Strategy games are our business; they're what we know, what we love, and what we do best. We produce the games that we want to play. That's the *Impressions* difference. We hope you enjoy it!

David Lester BA ACA  
**President**  
**Impressions Software**

**NEW**

# DETROIT



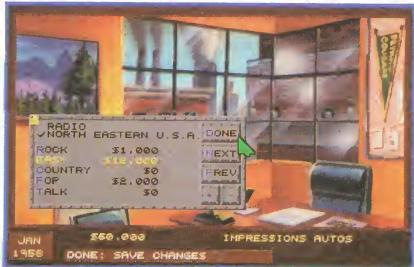
**Can You Change Automotive History?**

## Impressions

Design your own cars and build a worldwide automobile empire! *Detroit* is a challenging simulation that lets you design and build the exact car of your dreams! As president of your own car company in 1908, you begin with some cash and a blueprint for one car. Use the latest in automotive technology to design, test and produce the cars of your dreams. Then create a marketing campaign to help sell your creations to the world! As your automobile empire grows, decide when and where to open up new offices throughout the world, and invest in research and development to keep your cars on the cutting edge! With hard work, you could become one of the wealthiest and most powerful figures in the world. But first you'll have to face inevitable strikes, wars, new laws and fierce competition from up to 4 opponents. Incredibly fun and easy to play, *Detroit* is the game car fans everywhere have been waiting for!



Design cars and put them through their paces with a variety of performance tests!



Create unique marketing campaigns to blow away the competition!



As your auto empire grows, open up new factories and sales offices around the world!

### Features:

- 9 types of vehicles, including sports cars, luxury cars and off-road vehicles
- Research new breakthroughs in engines, brakes, suspension, safety and more
- Compete against 4 opponents
- Turn-based business simulation from 1908 through 2008
- Highly intuitive interface
- Modem play
- Print reports to paper

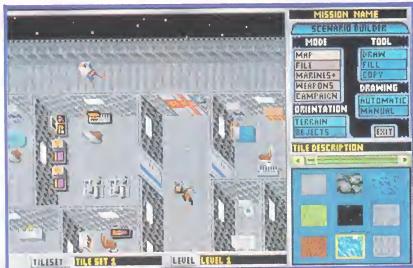
**NEW**

# BREACH 3



Impressions

The sequel to the immensely popular *Breach 2*, *Breach 3* is the ultimate squad-level space combat game that game players all over the world have been waiting for! As Squad Leader in charge of a group of marines, you must direct your men in various assignments, from rescue-and-support to covert seek-and-destroy missions. Each marine has a unique personality that affects how he responds to your commands and acts during combat, so give your orders carefully! Fight against different types of aliens and various EDP (United Democratic Planets) enemies until your missions are accomplished! Play in real-time, or stop the action at any time and change your orders - it's your choice! *Breach 3* is the latest module in Omnitrend's Interlocking Game System, enabling you to Interconnect with *Breach 2* and Impressions' *Rules of Engagement 2!*



Choose from exciting missions or use the scenario builder to create your own!



Watch marines carry out your orders according to their own unique personalities!



Stop the graphically stunning combat at any time to change your orders!

## Features:

- Incredible 256-color graphics and digitized sounds
- Extremely user-friendly control system
- Enormous replay value
- Campaign builder
- Advanced artificial intelligence for marines and opponents
- Interlocking Game System (IGS) compatibility

**NEW**

**FUN PACK**  
for Windows

**Classics**

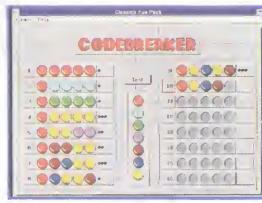
**Games You Know, Games You Love!**

**Impressions**

**FOR WINDOWS**



Three new versions of this classic make the game even more addictive than before!



Challenge your mind in this game of logic and ingenuity and uncover the secret color code!



Move one peg over another until only one remains!

**WWII**  
AIR FORCE COMMANDER

Reach for the Sky with this Epic World War 2 Air Warfare Simulation

**Impressions**



Use advanced radar systems to plan your combat missions!



Ordering a Spitfire to intercept hostile planes is as easy as point-and-click!

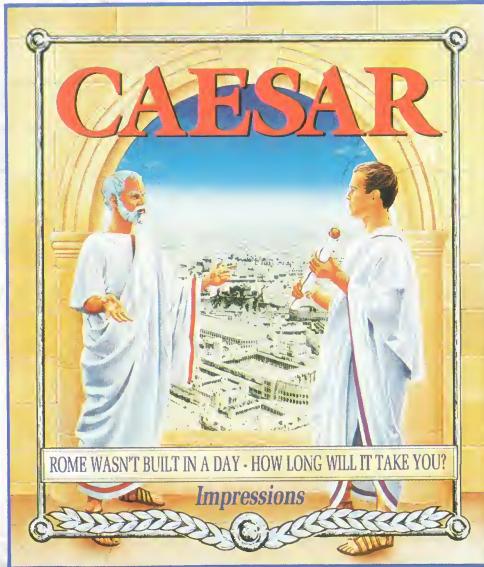
**T**ake command of the airforce in this exciting and challenging simulation of air warfare in the second world war! As commander, you'll have complete control over your side's entire air force, and must plan how to use them to the best effect. Decide where to locate each unit, and set up appropriate missions for each one. You'll need to set up defensive partols to secure the safety of your key sites as well as offensive missions to take out your enemy's strike capability! The Battle of Britain was the first large-scale air war and showed just how important it is to be master of the skies. Now you can recreate this and many other scenarios. Are you up to the job?

Here's what the press said about the first *Air Force Commander*:

"Modern and thought-provoking, this real-time strategy game has enough scenarios to get players going quickly and keep them exploring for quite a while." *Computer Gaming World*

#### Features:

- Enhanced game system
- 28 historic WWII scenarios
- Wide variety of WWII planes
- Satellite, radar & geographical maps
- 256 color VGA graphics
- Easy-to-use point 'n' click interface



## Features:

- Fun, thought provoking simulation
- Screens alive with animated graphics
- Maps and advisors help your decisions
- Huge replay value with 50 provinces and 20 ranks for promotions
- Intriguing strategy gameplay
- Historically accurate
- A variety of ways to win
- Excellent music and digitized sounds
- Links with Impressions' Cohort II

**C**ity simulation enters the next generation! In *Caesar*, you are the governor of a province of the Roman Empire and must design, build and govern cities for the good of your people. Create your capital city from scratch, choose your buildings from the breadth of Roman culture and architecture, and make planning and administrative decisions to make your city a better place to live. Create trade routes between your city and other towns, and build Imperial highways to connect you with the rest of the empire. Fortify your cities with walls and towers, but should your defenses fail, you must command legions to crush the hostile barbarian tribes! Fight your enemies in short engagements, or at man-to-man level by adding Impressions' *Cohort II*! Do poorly, and you may face execution. Do well, and your city will prosper and you may be promoted. Ultimately, the very best may rise to become... Caesar!

Winner of the coveted Golden Triad Award (April, 1993 Computer Game Review)  
1993 Nominee for Strategy Game of the Year (Computer Gaming World)



Build cities like this as the capital city  
of your province!



Your advisors in the forum will give you  
information to assist your reign!



Build great cross-country walls, towers and forts to contain hostile tribes!



These four pillars show your success in four categories: Peace, Culture, Prosperity and Empire!

"Caesar provides that rare quality in strategy gaming - an experience whose rewards prove equal to its challenges... Caesar goes far beyond its *Sim-City* origins and provides the serious game player with a real lion's feast. Hail, Caesar!"

Computer Gaming World

"I always wished *Sim-City*™ had more "game" to it; Caesar has that."

Computer Gaming World

"The depth of the economic model adds a remarkable gameplay element to Caesar."

Computer Gaming World

"Caesar's near-perfect mix of strategy and resource-management makes for an entertaining, challenging and maybe even (gasp!) educational package. This one is highly recommended."

PC Entertainment

"Caesar may have the best of all worlds going for it. Not only is there a thought-provoking simulation that can keep the best of us architects going for days without sleep, but with the upcoming *Cohort II* there is fully compatible miniatures-like wargame thrown in."

PC Entertainment

"Playing Caesar is the equivalent of attending a modern day toga party. Chalices of intoxicating gameplay combined with a feast for the eyes and mind represent a sumptuous emperor's banquet."

Strategy Plus

"Incredible. This is unlike any simulation yet released for the computer."

Computer Game Review

"Caesar could take the empire-building crown for 1993."

Computer Game Review

"Caesar will never leave our hard drive."

Computer Game Review

"Caesar is a true gem of a game."

Computer Game Review

NEW

# GLOBAL DOMINATION

The Ultimate Multi-Player Conquest Simulation



## Impressions™

Conquer the world in state-of-the-art graphic splendor! The ultimate multi-player conquest simulation, *Global Domination* lets you play at a simple or advanced level against your friends (via modem or using the same computer) or against one of history's notable leaders (represented by the computer). Choose from Napoleon, Genghis Khan, Abraham Lincoln and more, each with their own playing style that affects their strategy. Build up huge armies with your choice of unit types, decide where to site your attack force, and then invade! You can have combat resolved for you by the computer, like a board game, or zoom down to a graphically stunning view of the battlefield and lead your forces to victory in person! Form alliances and pacts with your opponents to buy safety or wage wars, but be careful who you trust! Once you have conquered the world, use the random world generator to give you an endless number of exciting new worlds to dominate. With *Global Domination*, conquest has never been so much fun!

Winner of the coveted Golden Triad Award  
(November, 1993 Computer Game Review)



Take your ego for a rollercoaster ride as you see your empire rise and fall!



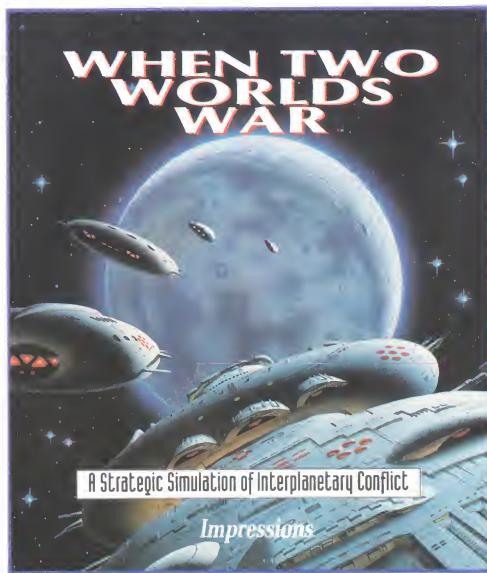
Here's where you amass your armies and make your moves!



Take tactical control of a battle in graphically stunning animated combat!

## Features:

- Modem play
- Choice of computer or human players
- Diplomats, spies and subversive activists
- Turn-based, with optional real-time tactical battles
- Random world generator
- Wonderful graphics
- Exhilarating sound effects



**G**et ready for the next generation in two-player science fiction strategy entertainment! In *When Two Worlds War*, you command your entire planet's military resources to conquer a hostile neighbouring planet! Explore enemy planets to discover land shapes and key installations. Use your own voice (with an Aria soundcard) to control a futuristic state-of-the-art workstation where you can research new technologies, design and manufacture new unit types, and then direct units to carry out your strategy on land, sea, air, and space! Your careful planning and tactical skill will determine whether your world is the victor, or the latest conquest of your enemy!

"*When Two Worlds War* gives armchair space pilots a game with depth as well as action."

*VideoGames & Computer Entertainment*

"This is one of Impressions' strongest products to date - and one that would-be galactic conquerors will be talking about for a long time." *PC Entertainment*



Design the exact craft to fit your strategy!



Explore unknown enemy planets and attack!



Increase your technical knowledge to build better craft!

## Features:

- Modem support
- Aria speech recognition (optional)
- Rich 256 color VGA graphics
- Digitized speech and sound effects
- World generator
- Unit design facility
- Turn-based or real-time play
- Extensive replay value

# RULES OF ENGAGEMENT 2

STRATEGIC STARSHIP COMBAT AT ITS VERY BEST

**Impressions**

**OMNITREND**

A real-time, strategic space combat game, *Rules of Engagement 2* takes you where no computer game has gone before! As Fleet Commander in charge of a fleet of starships, you must engage enemy vessels and destroy hostile outposts to protect the Federated Worlds. Design and construct ships and their captains using both a mission and a campaign builder, or play one of the five campaigns included with the game. Watch in wonder as your captains make decisions based on their unique personalities! *Rules of Engagement 2* is the latest module in Omnitrend's Interlocking Game System (IGS), enabling you to interconnect with *Breach 2* and Impressions' *Breach 3*!

"A great game that has a fantastic replay value, great graphics, and great sounds! This is one of those few games that I could not put down"

*Computer Game Review*

"A+, 100% great job... a real winner!"

*Computer Game Review*

"*Rules of Engagement 2* remains incomparable in what it has to offer to the avid player."

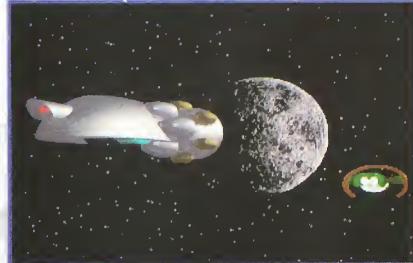
*Strategy Plus*

Winner of the coveted **Golden Triad Award**  
(August, 1993, *Computer Game Review*)

1993 COMPUTE Choice award finalist for  
Best Simulation



Choose which 4 QuadPanels to display at any given time!



Animated sequences feature incredible graphics!

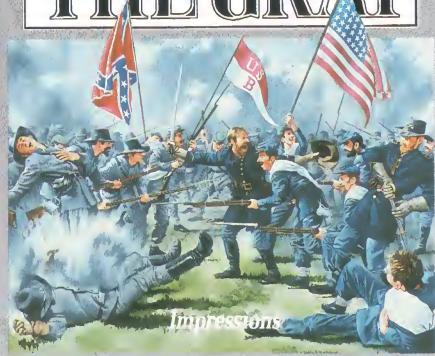


Design spacecraft to fit your specifications!

## Features:

- World's first campaign builder
- Over 30 missions included within the 4 tree-structured campaigns
- Race and captain builder including 18 personality traits
- Fully fledged Alien vessel builder
- Extensive digitized speech
- Stunning animated sequences and 256 color VGA graphics
- Easy-to-learn, customizable interface

# THE BLUE THE GRAY



Impressions

**R**ecreate the power and excitement of the Civil War in *Edward Grabowski's The Blue and the Gray!* Starting in April 1861, you control either the North or the South in this historic struggle and continue to fight until victory! Create your own armies, choose your own authentic uniforms, name your units, and even recruit additional manpower if necessary. Then command your armies and maneuver them around a map that spans from the Midwest to the East coast and from Florida up to New York. When two armies clash, fight out a Micro Miniatures battle in fast, high-resolution animation! With breathtaking graphics that faithfully recreate the atmosphere of the period, *The Blue and the Gray* is by far the best-looking war game ever seen on the PC! Now the war that pitted brother against brother can be fought at the level of man-to-man!

"Impressions scores again with a great war simulation." *Computer Game Review*

"The Blue and the Gray is set to be one of the hottest war games ever." *Computer Game Review*

"Any fan of the military sims or history will love the intensity and playability of *The Blue and the Gray*."

*Computer Game Review*

## THE GETTYSBURG ADDRESS

At their leisure

Four score and seven years ago our fathers brought forth on this continent a new nation, conceived in Liberty, and dedicated to the proposition that all men are created equal.

Now we are engaged in a great civil war, testing whether that nation or a government so conceived and so dedicated can long endure. We are met here on a great battle-field of that war. We have come to dedicate a portion of that field, as a final resting place for those who gave their lives that that nation might live. It is altogether fitting and proper that we should do this.

But in a larger sense, we cannot dedicate; we cannot

consecrate;

we cannot



Authentic historic interludes faithfully recreate the atmosphere of the period!



Watch your armies battle in fast, high-resolution animation!

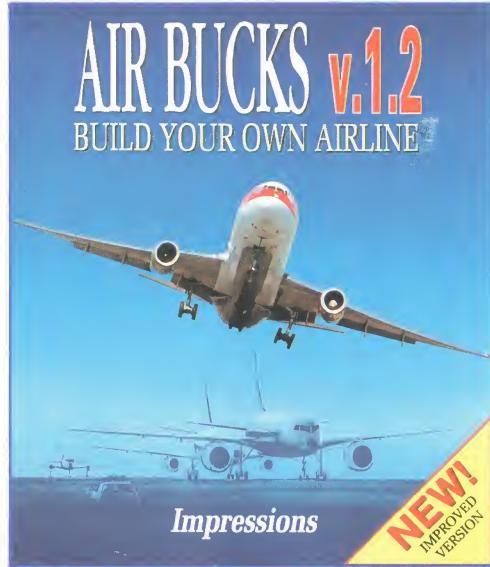


Spectacular graphics from just a part of the careful attention to accuracy and detail!

## Features:

- Up to 200 animated figures per battle, representing up to tens of thousands of soldiers
- Naval units and blockades
- Stunning high resolution graphics
- Atmospheric sound and music
- Careful attention to accuracy and detail
- River and rail transport
- Challenging simulation

Includes a FREE copy of a specially commissioned book on the Civil War!



**A**ir Bucks is your chance to build your own worldwide airline empire! Begin with \$100,000 and a DC-3 in 1946, at the start of the air travel boom. Decide which places to fly to, where to use as a hub, when to buy new planes and which ones to buy. Negotiate for landing rights, and run both scheduled and chartered flights carrying your choice of passengers and cargo. New planes will become available over time, from a DC-9 to Boeing's 747, but they are not cheap, so you must find ways to fund your growing empire! And with version 1.2, you'll get great graphics and sound effects, plenty of reports, a realistic economic model, a user-friendly interface, and an animated zoom mode where you see your planes fly!

"Thanks to playing *Air Bucks*... I've become dead to the siren call of a stack of other new, waiting games (not to mention my loved ones, the house and all the other things that promptly get ignored when a game like *Civilization*, *Railroad Tycoon* or *Air Bucks* enters one's life)."

*Computer Gaming World*

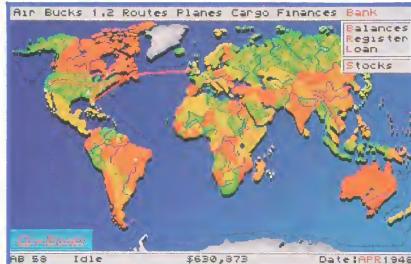
"Those of you gamers with the sense and good taste to pick up a copy of *Air Bucks* from Impressions are in for a real treat."

*Computer Game Review*

"*Air Bucks* is one that I will come back to for a long time."

*Computer Game Review*

1993 Nominee for Strategy Game of the Year  
(*Computer Gaming World*)



Build your very own global route network!



Scroll around this zoom-map and see your planes flying around!



The Board of Directors is unhappy with your performance.  
You are driving the airline into debt.

*Air Bucks*

A board of directors will assess your performance!

### Features:

- Wonderful 256 color graphics
- Animated zoom mode
- Numerous reports with detailed data on plane costs and demand
- One to four players (human or computer)
- Reports printed to paper